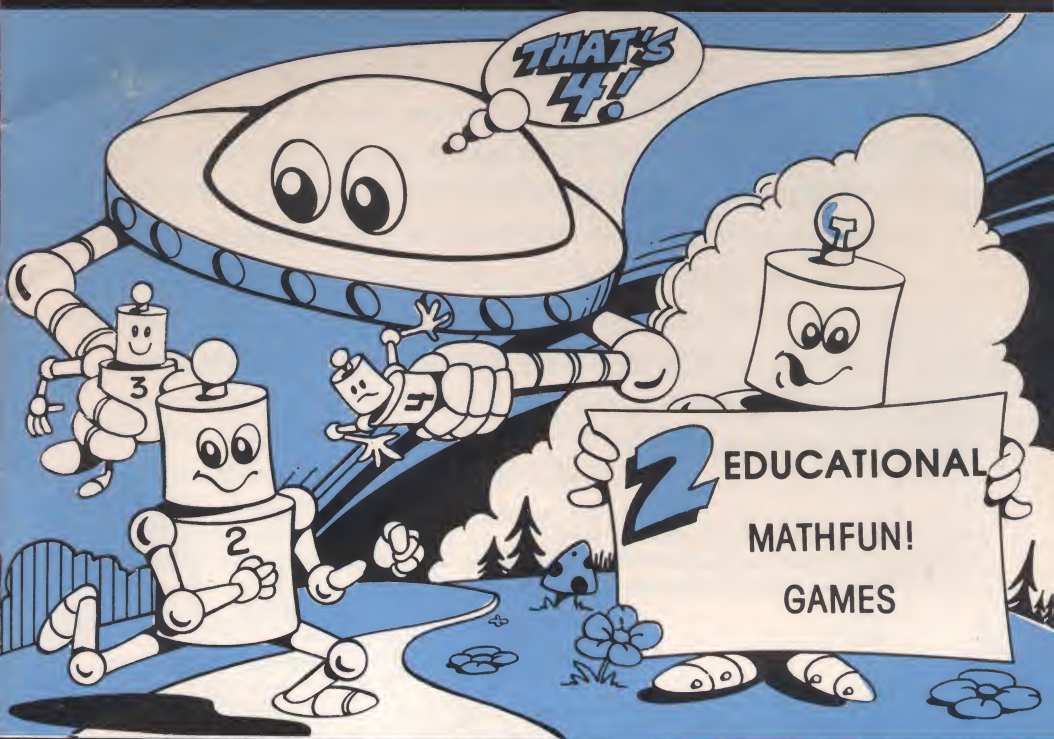


EduFun!™ ALIENCOUNTER™ & FACE FLASH™



EduFun!

A Division of Milliken
Publishing Company

USER'S GUIDE

INTRODUCTION

EduFun!™ . . .programs offering a unique combination of computer-generated learning and fun from a company with years of experience in educational publishing. Children (of all ages) explore and reinforce basic concepts through Milliken's MathFun!™ games which both teach and entertain.

Our primary objective is simple — make learning fun. EduFun! programs do just that!

THIS GUIDE CONTAINS . . .

simple directions for the MathFun! games, suggestions for the reusable cards, and ideas for follow-up activities for families. The suggestions extend the skills reinforced in the MathFun! games.

Whenever parents and children share the games, follow-up activities are a natural extension. Encourage your children to put these MathFun! skills to everyday use. Computer games can provide learning experiences. MathFun! games do. MathFun! games make learning fun!

MathFun! games developed by Dr. William H. Kraus.
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WHAT YOU'LL NEED . . .

For the cassette:

1 Atari® Computer (16K RAM)

1 Atari® Program Recorder

1 Atari® Basic Cartridge

1 MathFun! Game, of course!

1 or more children of ANY age!

For the diskette:

1 Atari® Computer (32K RAM)

1 Atari® Disk Drive

1 Atari® Basic Cartridge

Atari® is a trademark of Atari Inc.

HOW TO GET STARTED . . . HOW TO STOP . . .

Your Atari computer comes with explicit instructions for setting up equipment. Follow the instructions carefully. Failure to heed manufacturer's instructions and warnings may result in damage to your computer.

When using the cassette . . .

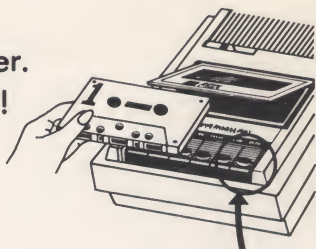
insert Basic Language Cartridge in computer.

DO NOT TURN ON YOUR COMPUTER, YET!

Choose the game you wish to play. With game choice in UP position on label, place cassette in program recorder.

Rewind tape.

Hold down START button on computer and turn computer on. Release START button. Press PLAY on program recorder.



Press RETURN key on computer. Computer will load and run program. (Be patient . . . it will take time.)

You're ready for MathFun! Follow computer directions.

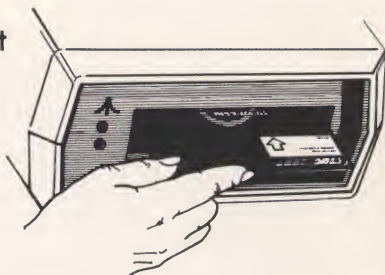
When you're finished . . .

READY will appear on the screen, and you may turn off the computer and TV or monitor.

When using the diskette . . .

insert Basic Language Cartridge in left slot of computer. Turn on disk drive.

When BUSY LIGHT goes off, insert diskette, label side up, notch on left, until you hear click. Close disk drive door. Turn on computer.



You're ready for MathFun! Follow computer directions.

When you're finished . . .

turn disk drive off. Turn computer off. Turn monitor off.

RECORD-KEEPING . . . For parents only!

MathFun! diskettes only include a record-keeping system called the Manager. This capability allows parents to review a youngster's progress, scores, number of games played, time spent playing a game, etc. As kids play the games, their scores are automatically recorded in the Manager.



To access the Manager, when the Menu page is displayed on the screen, press **0** (zero).

If games are heavily used, it is a good idea to review the Manager at least every two to three weeks. Reviewing the Manager condenses the user's files, and allows for additional records.

ALIENCOUNTER DIRECTIONS

- Counting
- Numeral Recognition

Encounter an Aliencounter! A flying saucer will appear on the screen. It will hover over the Earth. Then a number will appear in the sky. You must try to land that many Aliens for a perfect encounter!

To land an Alien, press the **+** key. If you think you've landed too many Aliens, press the **-** key to pick up one. When you think you have landed the right number of Aliens on the Earth, press the **RETURN** key.

10 perfect encounters out of 10 ... FIREWORKS!!! The higher number you choose, the more fireworks you see! Happy Landing!
NOTE: To quit before 10, press **S**.



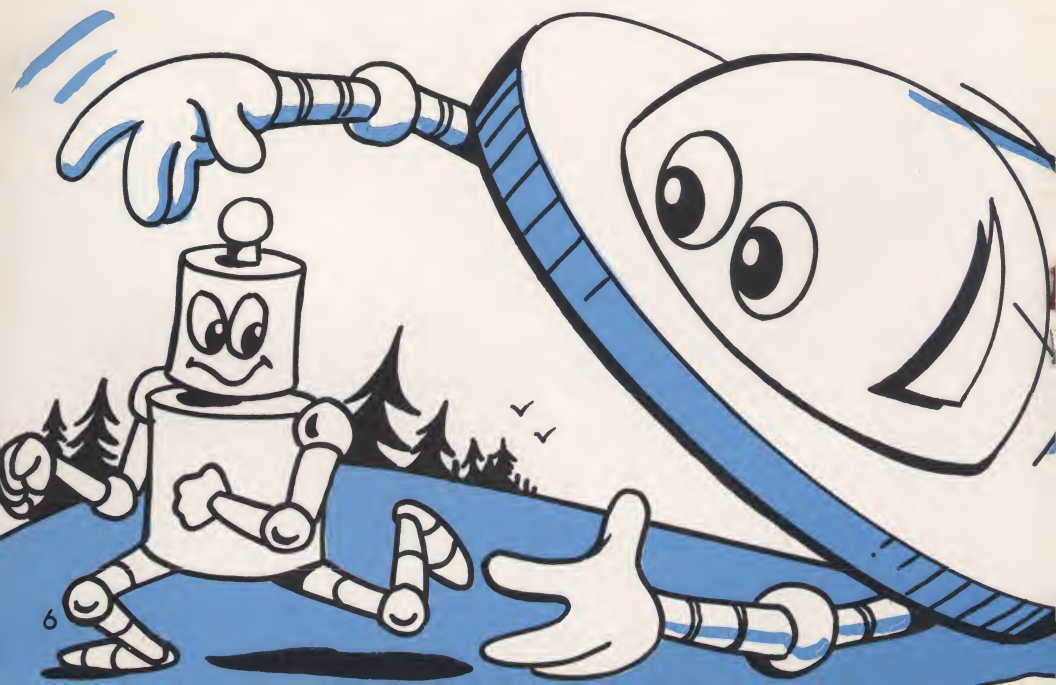
A FUN PLACE TO STICK STICKERS!

Reward your children for having EduFun! As each higher number is mastered, reward child with a sticker! Use the ALIEN ADVENTURE card to keep track of your child's progress. As you know, kids LOVE stickers!

Knowing kids, the stickers will appear ALL over your house! But . . . **THESE** stickers are removable!!

Since the stickers are removable, the ADVENTURE card can be used again for a variety of activities:

- Have child put down stickers in numerical order.
- Call out a number and have child place sticker in appropriate place.
- As your child advances, do simple addition problems and put the sticker on the answer.



EXTRA ENCOUNTERS

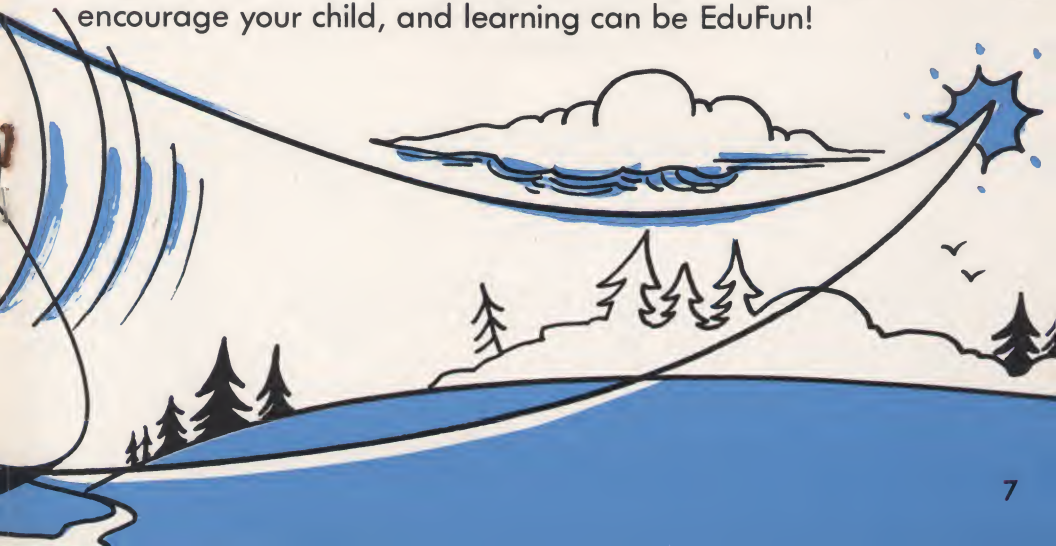
Encourage counting encounters with your kids! Have your child become the saucer pilot! Call out a number from 1 to 10, etc., and ask child to "swoop" down and pick up familiar items, e.g., spoons, blocks, buttons, etc.

On a trip, count cars, cows, etc., and read numerals on license plates. Counting might take the place of the eternal question, "Are we almost there?"

Flash cards could be made from blank 3 x 5 index cards and crayons or magic markers for additional numeral recognition. If your child is ready, make simple addition problems on cards or use small items to make the concept more understandable.

Create a numbered dot-to-dot activity by tracing a simple picture from a magazine or coloring book.

Set aside a special time to work with your child. Make it a happy encounter! If your child just doesn't feel like participating, forget it. We all have bad days. Praise your child often, encourage your child, and learning can be EduFun!



FACE FLASH DIRECTIONS

- Counting
- Visual Memory
- Base Ten

Count the smiling faces! The faces will flash on the screen for a short time. Then you will be asked how many faces there were. Every correct answer gives you another turn. However, each time you answer correctly, the amount of time the faces are on the screen is shortened! A wrong answer and the game is over! (You may also press **S** to stop.)

YOU choose the number range.

- A 0 - 5
- B 0 - 9
- C 0 - 19
- D 0 - 49

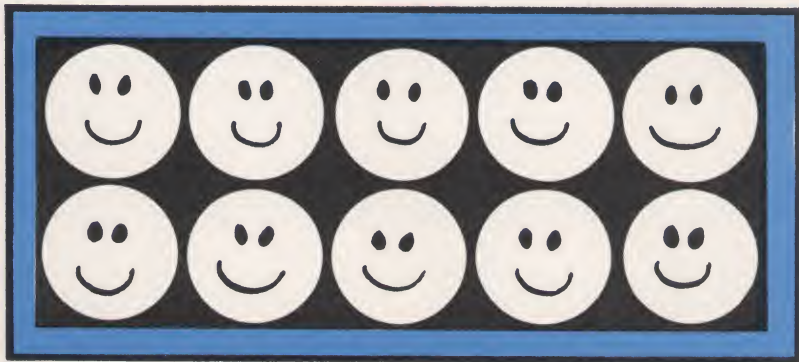
READY?

SET?

GO!

HINT: Faces are grouped together by 10. Groups of 10 faces will appear in rectangles to make them easier to count.

NOTE: On the diskette only, a scoreboard lists the three highest scores and the players' initials.



REUSABLE SCORECARD

Get a family contest going! Post the current scores for each number range on the scorecard. Keep the card where all family members can check scores. Friendly rivalries can improve math skills!

Record player's initials and top scores in the appropriate boxes on the scorecard. Watch your children bump you out of the high score range!

Use the scorecard to reinforce visual memory. Mark large dots (or smiling faces) on the card and flash the card for children to count. (Use in the car when traveling!)



FURTHER FUN

Improve your whole family's visual memory by playing this simple game. Take turns having a family member assemble a tray of objects. Everyone views them for a specific period of time (such as 30 seconds). Then they tell or list as many things as they can remember.

Show your child a picture in a magazine, book, etc. for a short period. Then ask child to describe the scene in detail ... how many people? What were they wearing?



Use dimes and pennies to reinforce base ten. Put them on a table in various combinations and have your child identify the amount shown. To reinforce visual memory, show the coins for a brief moment and then ask what amount was shown.

Give your child a pile of macaroni, etc. to separate into groups of ten. Or use anything your child collects (rocks, shells, etc.) Work with your child during the process.



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